

I CLAIM:

1. A method for playing a casino card game for at least one player, the game method using playing cards, comprising:

5 the player placing (a) a full-hand wager on a first hand or a second hand or (b) a component-hand wager on a single-card component hand of the first hand, a two-card component hand of the first hand, or both a single-card component hand and two-card component hand of the first hand or (c) both a full-hand wager on a first hand and a component-hand wager on a single-card component hand of the first hand, a two-card component hand of the first hand, or both a single-card component hand and two-card  
10 component hand of the first hand;

a dealer dealing three cards to a first hand and three cards to a second hand;

arranging each of said first hand and second hand into a two-card component hand and a single-card component hand;

15 comparing the first two-card hand to the second two-card hand and the first single-card hand to the second single-card hand;

rewarding players placing a component-hand wager on a single-card component hand of the first hand if the single-card component hand of the first hand outranks the single-card component hand of the second hand;

20 rewarding players placing a component-hand wager on a two-card component hand of the first hand if the two-card component hand of the first hand outranks the two-card component hand of the second hand;

declaring a push and returning each player's full-hand wager if the first two-card hand is equal in rank to the second two-card hand and the first single-card hand is equal

in rank to the second single-card hand or if one component hand of the first hand outranks the corresponding component hand of the second hand and the remaining component hand of the second hand outranks the corresponding component hand of the first hand;

5           otherwise, declaring the winning hand to be the hand having a component hand outranking the corresponding component hand of the other hand and a remaining component hand outranking or tying the corresponding hand of the other hand; and  
              rewarding players placing a full-hand wager on the winning hand and collecting full-hand wagers from players wagering on the losing hand.

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2.       The method of claim 1 further comprising:  
          after said first hand and second hand are dealt, examining the first hand and the second hand;

          if either hand has a predetermined three-card combination, comparing the first  
15       hand to the second hand and declaring the winning hand to be the hand having the higher ranking three-card combination, otherwise declaring a push if the first and second hands have three-card combinations of equal rank; and

          terminating said game without arranging said first hand and second hand into component hands.

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3.       The method of claim 2 wherein the predetermined three-card combination is a three of a kind.

4. A method for playing a casino card game for at least one player, the game method using playing cards, comprising:

the player placing (a) a full-hand wager on a first hand or a second hand or (b) a component-hand wager on a single-card component hand of the first hand, a two-card component hand of the first hand, or both a single-card component hand and two-card component hand of the first hand or (c) both a full-hand wager on a first hand and a component-hand wager on a single-card component hand of the first hand, a two-card component hand of the first hand, or both a single-card component hand and two-card component hand of the first hand;

10 a dealer dealing three cards to a first hand and three cards to a second hand;  
arranging each hand into a two-card component hand and a single-card component hand;

comparing the first two-card hand to the second two-card hand and the first single-card component hand to the second single-card component hand;

15 rewarding players placing a component-hand wager on a single-card component hand of the first hand if the single-card component hand of the first hand outranks the single-card component hand of the second hand, returning a component-hand wager on a single-card component hand of the first hand if the single-card component hand of the first hand is of equal rank to the single-card component hand of the second hand, or  
20 collecting a component-hand wager on a single-card component hand of the first hand if the single-card component hand of the first hand is outranked by the single-card component hand of the second hand;

rewarding players placing a component-hand wager on a two-card component hand of the first hand if the two-card component hand of the first hand outranks the two-card component hand of the second hand, returning a component-hand wager on a two-card component hand of the first hand if the two-card component hand of the first hand is of equal rank to the two-card component hand of the second hand, or collecting a component-hand wager on a two-card component hand of the first hand if the two-card component hand of the first hand is outranked by the two-card component hand of the second hand;

declaring a push and returning each player's full-hand wager if the first two-card component hand is equal in rank to the second two-card component hand and the first single-card component hand is equal in rank to the second single-card component hand or if one component hand of the first hand outranks the corresponding component hand of the second hand and the other component hand of the second hand outranks the corresponding component hand of the first hand;

otherwise, declaring the winning hand to be the hand having a component hand outranking the corresponding component hand of the other hand and a remaining component hand outranking or tying the corresponding hand of the other hand; and

rewarding players placing a full-hand wager on the winning hand and collecting full-hand wagers from players wagering on the losing hand.

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5. The method of claim 4 further comprising:

after said first hand and second hand are dealt, examining the first hand and the second hand;

if either said first hand or said second hand has three of a kind, comparing the first hand to the second hand and declaring the winning hand to be the hand having the higher ranking three of a kind and rewarding all full-hand wagers and component-hand wagers on said winning hand, otherwise declaring a push if the first and second hands

5 have three of a kinds of equal rank; and

terminating said game without arranging said first hand and second hand into component hands.